





Léo Bernard

Mathematics and Computer Science Student

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 Portfolio: yolwoocle.github.io

SKILLS

Teamwork and project management

Good communication skills through the making and releasing of multiple commercial video games, usually in collaboration with other people.

Creativity

Capable of coming up with original ideas for my projects and new solutions to technical problems.

Problem solving and critical thinking

Capable of reasoning through complex programming problems and software design.

Knowledge of programming tools

Knowledge of Java, Lua, Python, JavaScript, C, Godot, Love2D, PICO-8, through personal projects and game jams.

PROJECTS

Birds With Guns

Development and publication of a 2D roguelike shooter video game using PICO-8, in a team of 2.

Bugscrapper

Development and publication of a 2D platformer shooter video game using LÖVE in Lua, as a solo dev.

Shotcave

Still in-development Minecraft roguelike plugin using Bukkit in Java, in a team of 3.

High School Computer Club

Co-founder and organizer of a computer club where I provided help with programming and made projects with other people.

 More info on my portfolio: yolwoocle.github.io

EDUCATION

Sep 2023 - Jun 2026

Mathematics & Computer Science
Double Bachelor's Degree · *Paul Sabatier University*

Sep 2022 - Jun 2023

Higher School Preparatory Classes
(CPGE) · *School du Parc, France*

Sep 2019 - Jun 2022

High School Student · *Joffre General and Technological High School, France*

DISTINCTIONS

Regional Math Olympiads

12th out of 645

Prologin Programming Contest

2023 · Selected for regional events

TOEFL · 109 points

HSK · Level 5

PERSONAL INTERESTS

Drawing, 3D modeling, rock climbing, improvisational comedy.

LANGUAGES

French (native), English (fluent),
Chinese (native)